

## **APPENDIX A**



Approved  
4-15-04  
SET

1/14

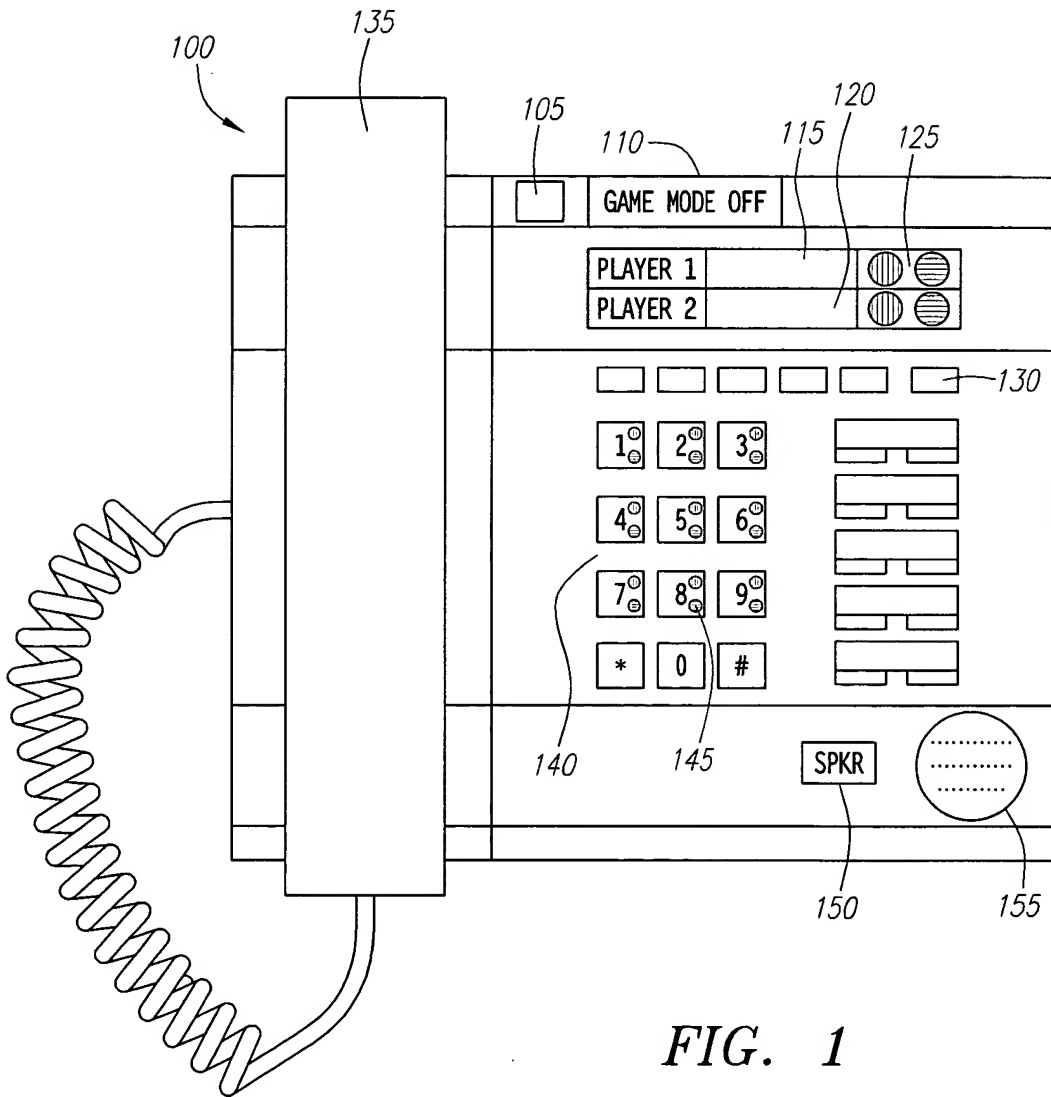


FIG. 1



2/14

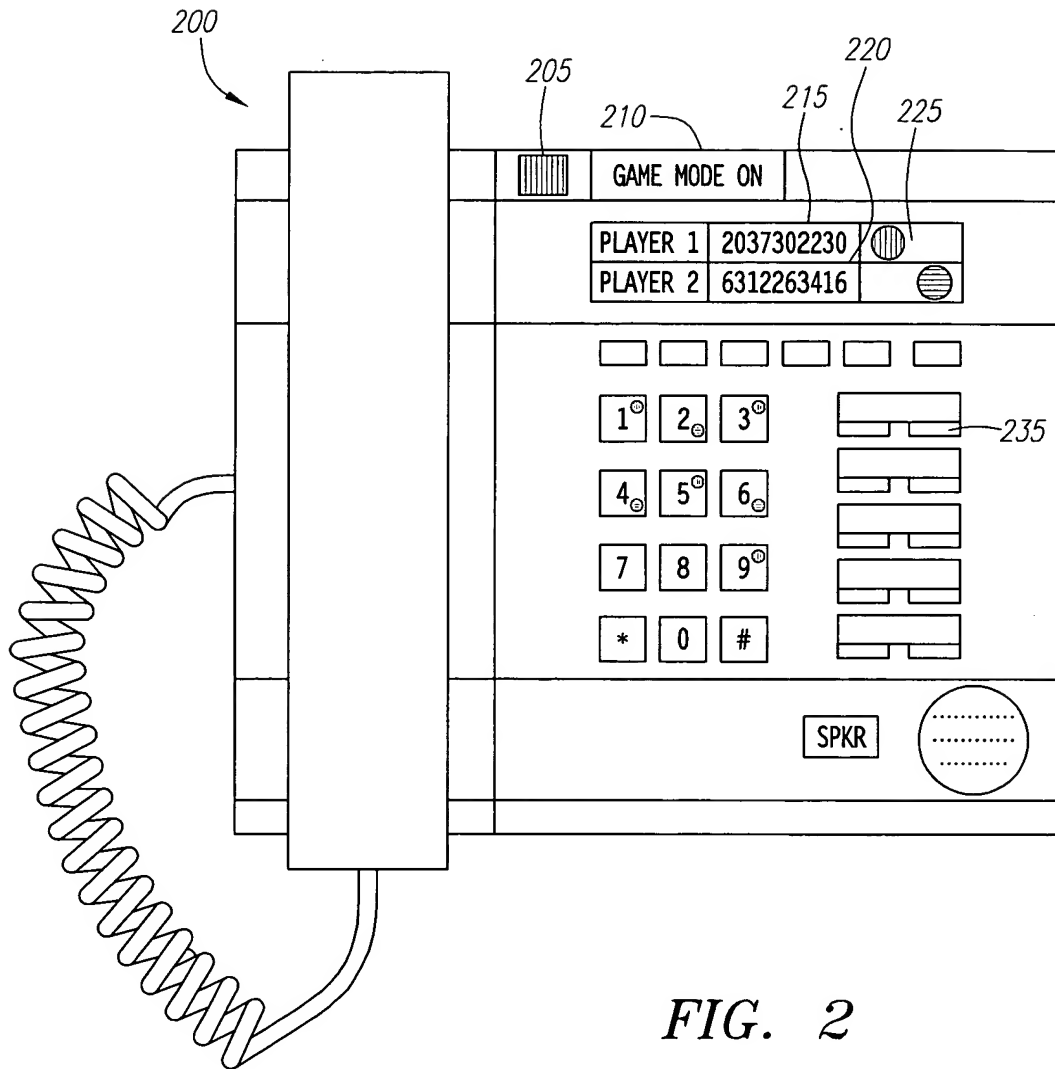


FIG. 2



3/14

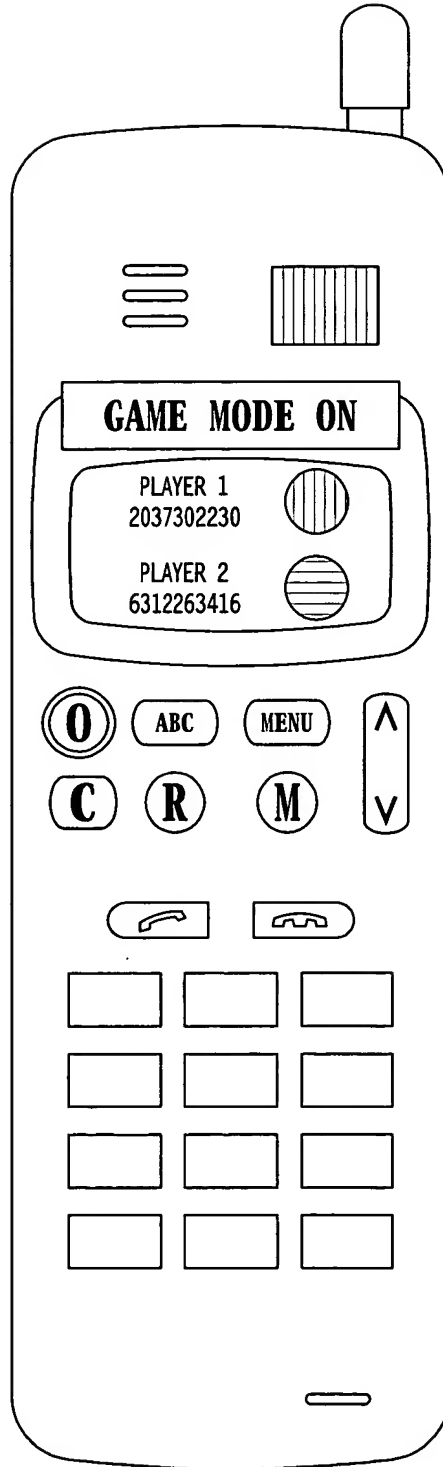
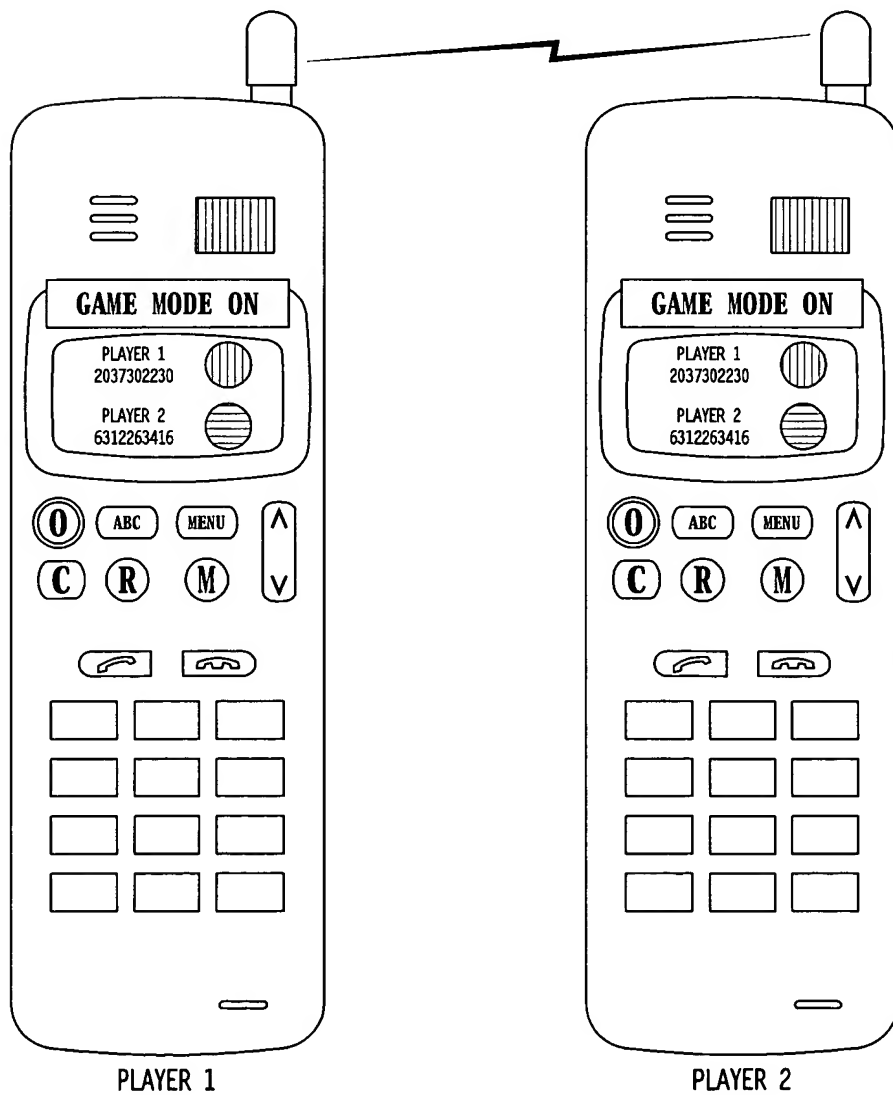


FIG. 3



4/14

FIG. 4





5/14

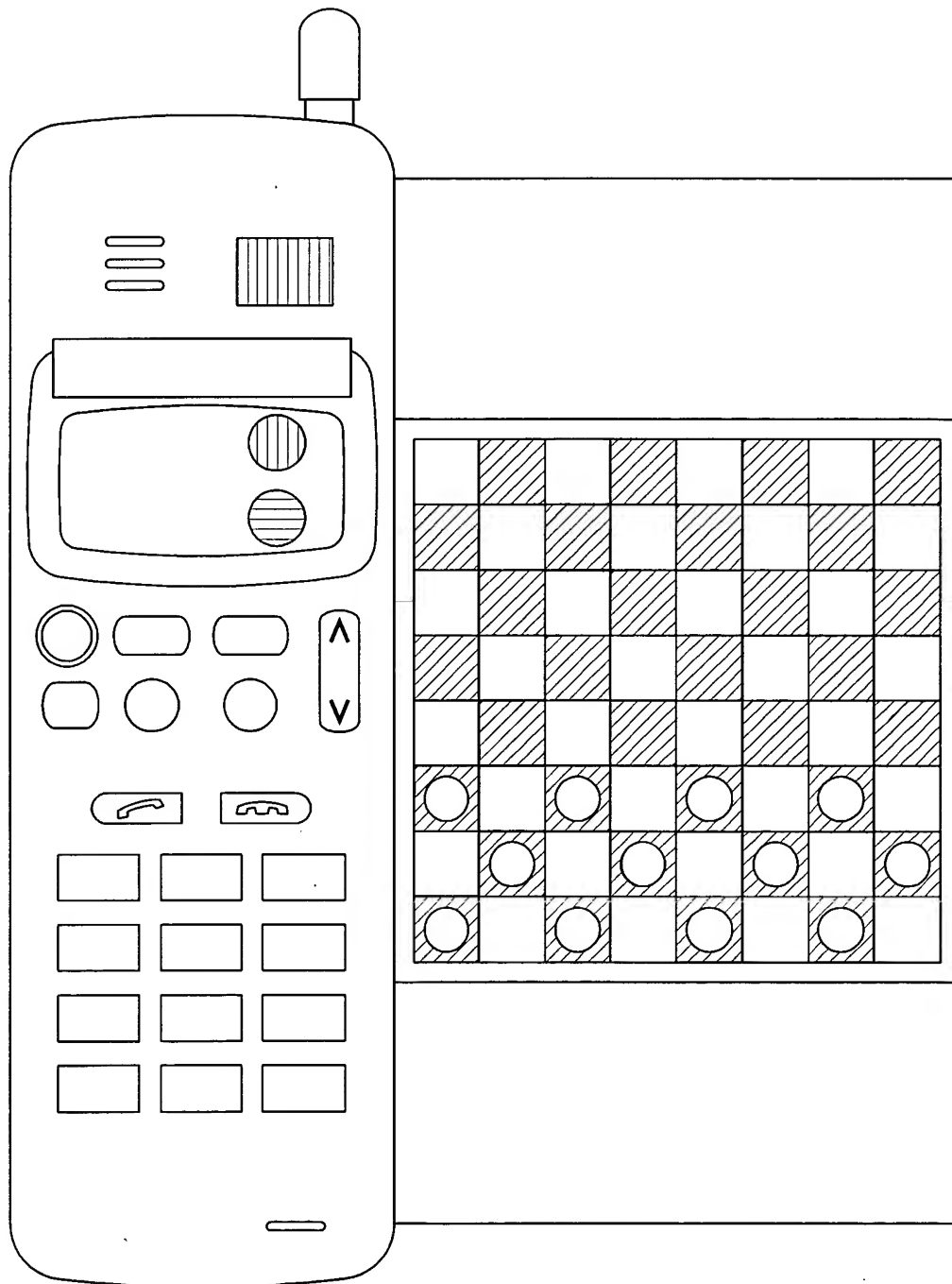


FIG. 5A



6/14

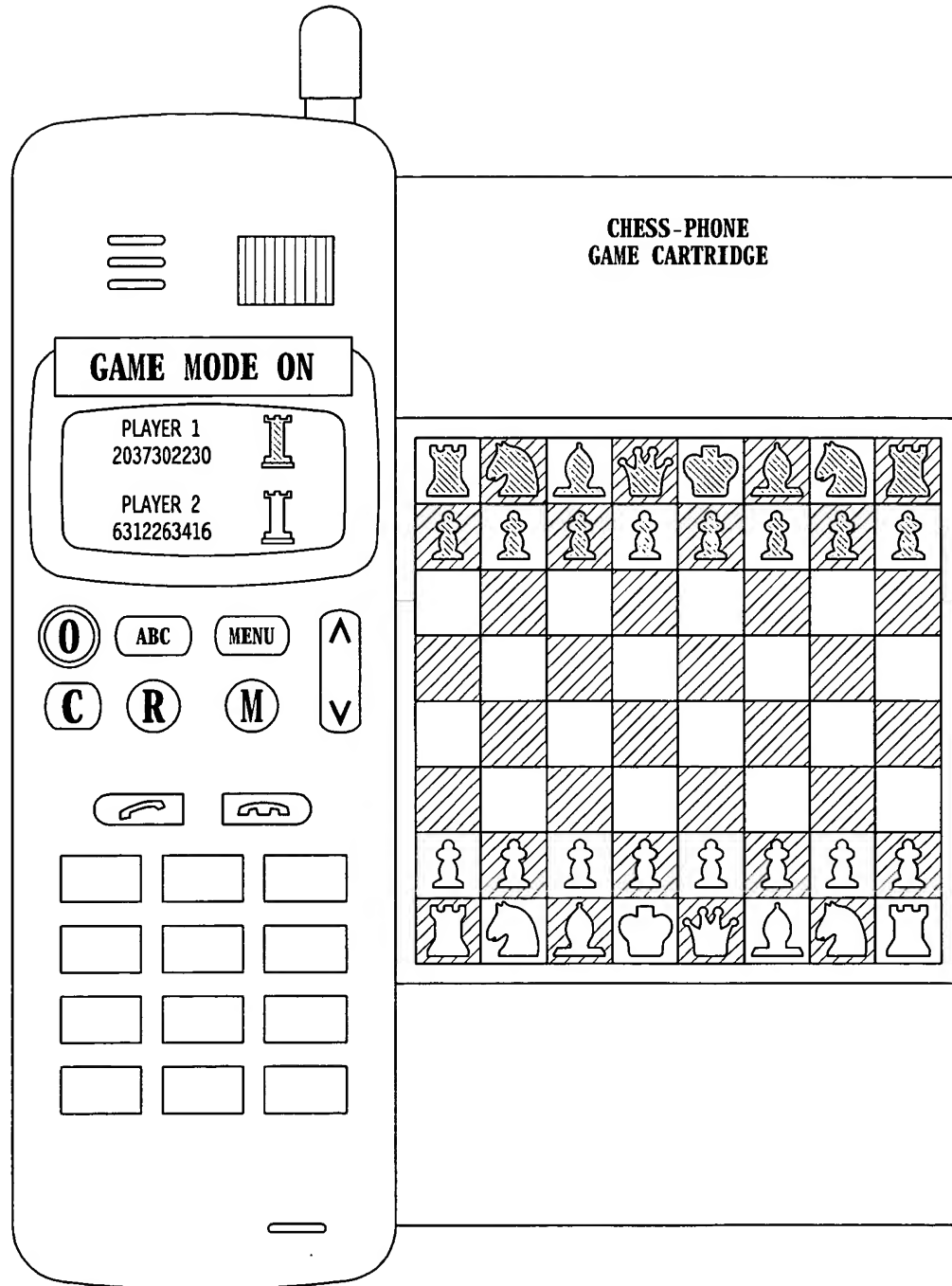
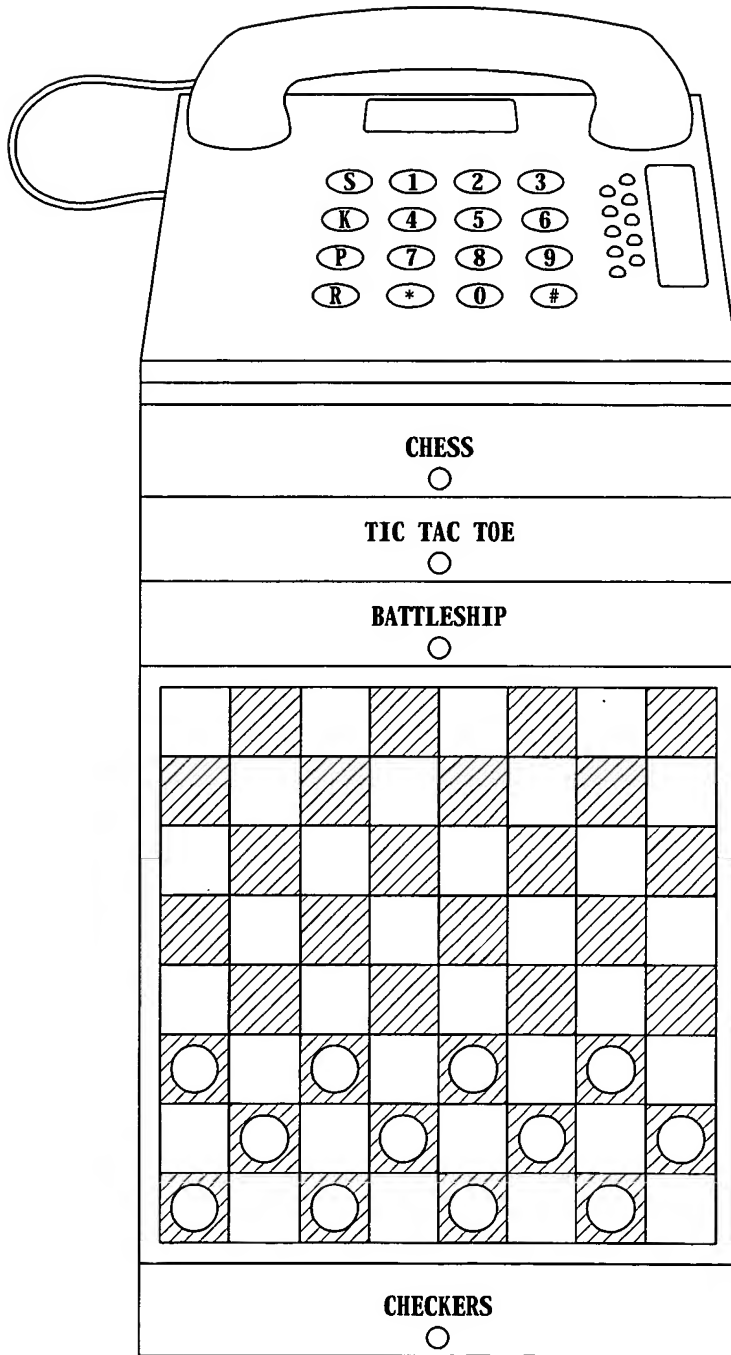


FIG. 5B



7/14



*FIG. 6*



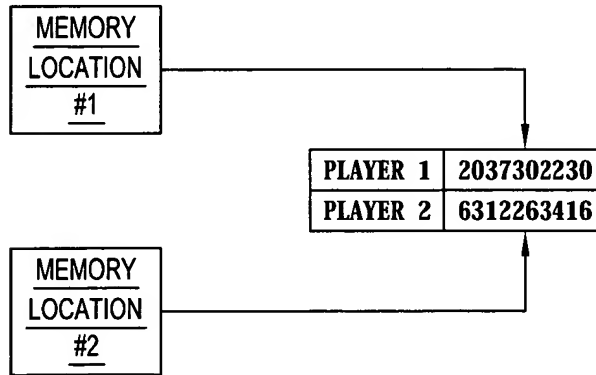


8/14

# LOGIC FOR DISPLAYING PLAYER IDs AT EACH PLAYER'S TERMINAL

MEMORY STORAGE LOCATION #1
TELEPHONE NUMBER OF PLAYER'S TERMINAL
MEMORY STORAGE LOCATION #2
TELEPHONE NUMBER DIALED BY PLAYER'S TERMINAL
MEMORY STORAGE LOCATION #3
CALLER ID OF OTHER PLAYER'S TERMINAL

## IN TERMINAL PLACING OUTGOING CALL



## IN TERMINAL RECEIVING INCOMING CALL

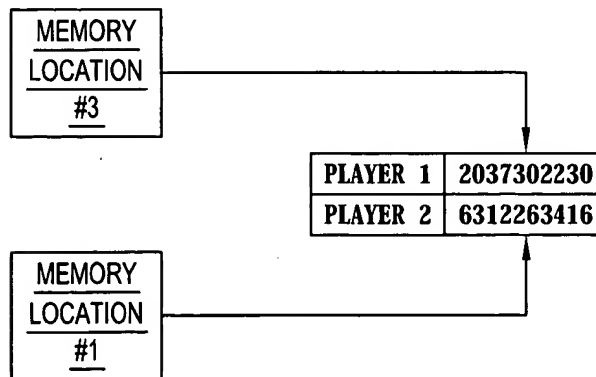
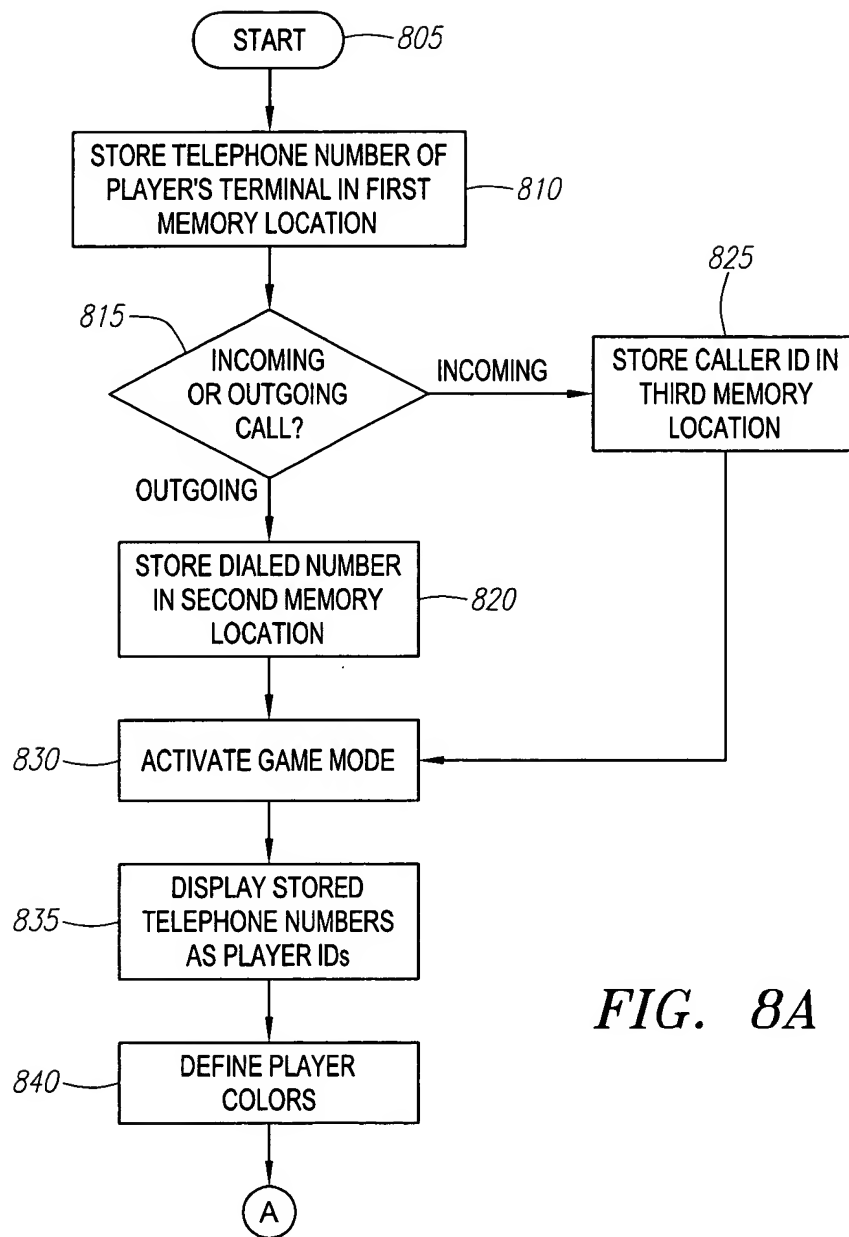


FIG. 7



9/14



*FIG. 8A*



10/14

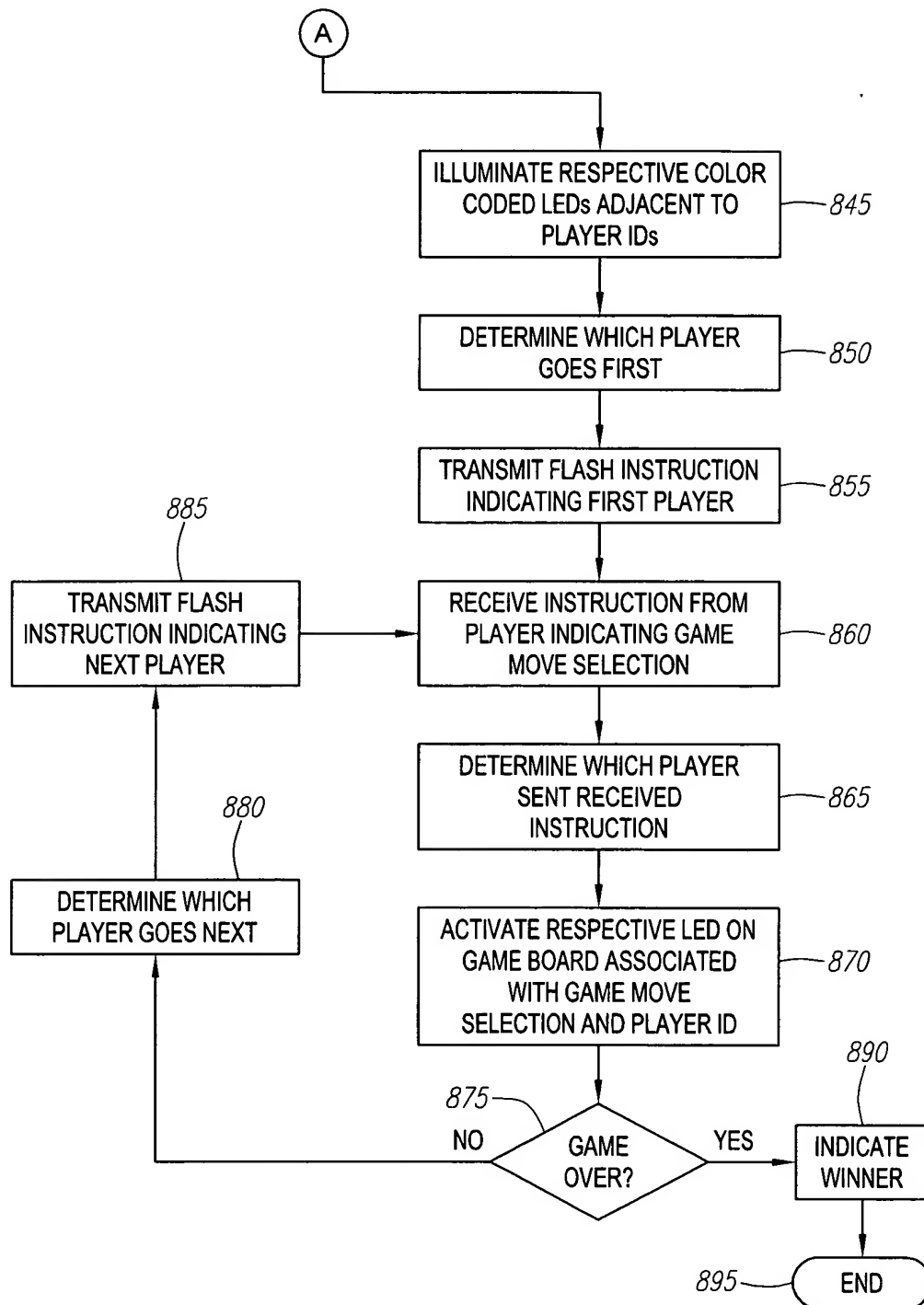


FIG. 8B



11/14

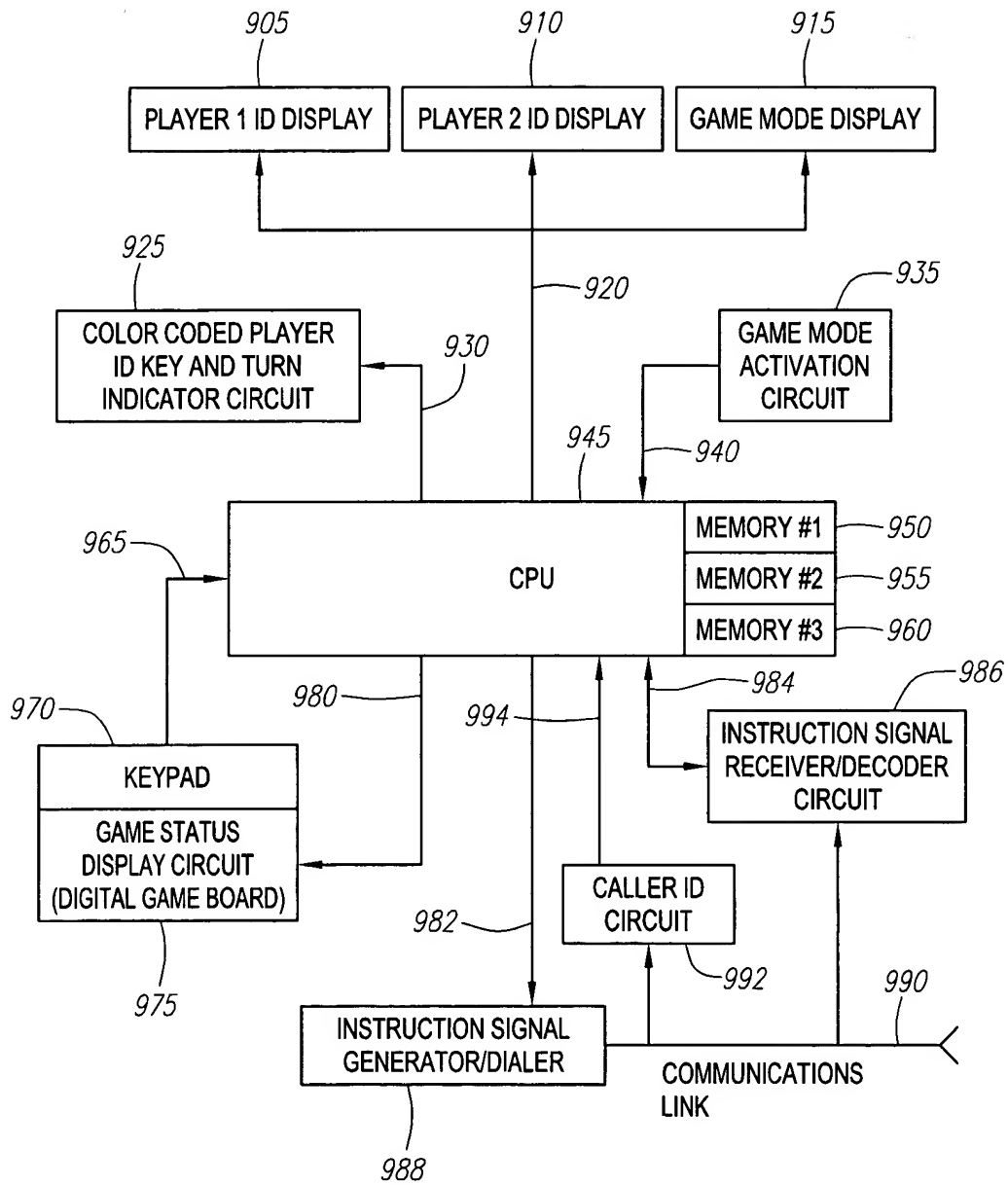


FIG. 9



12/14

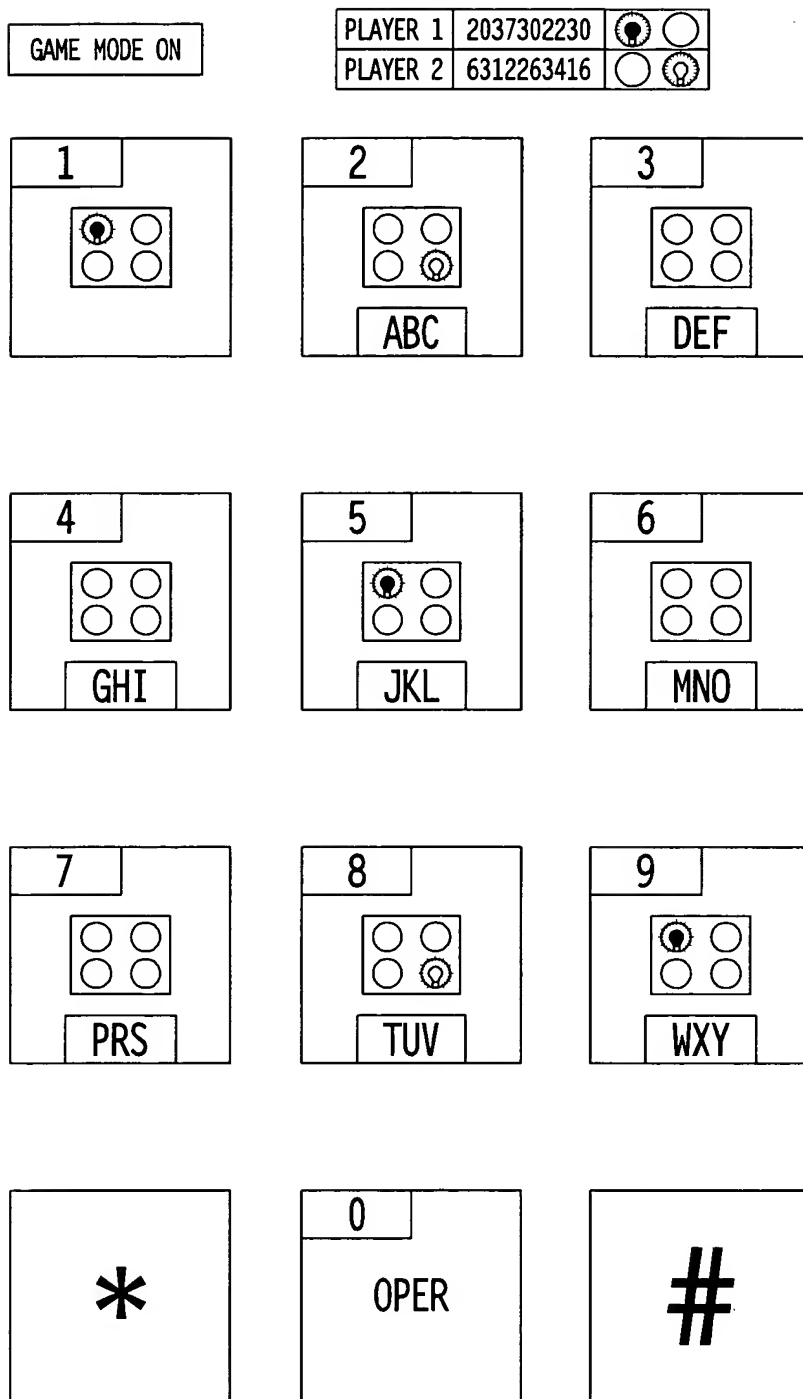


FIG. 10



13/14

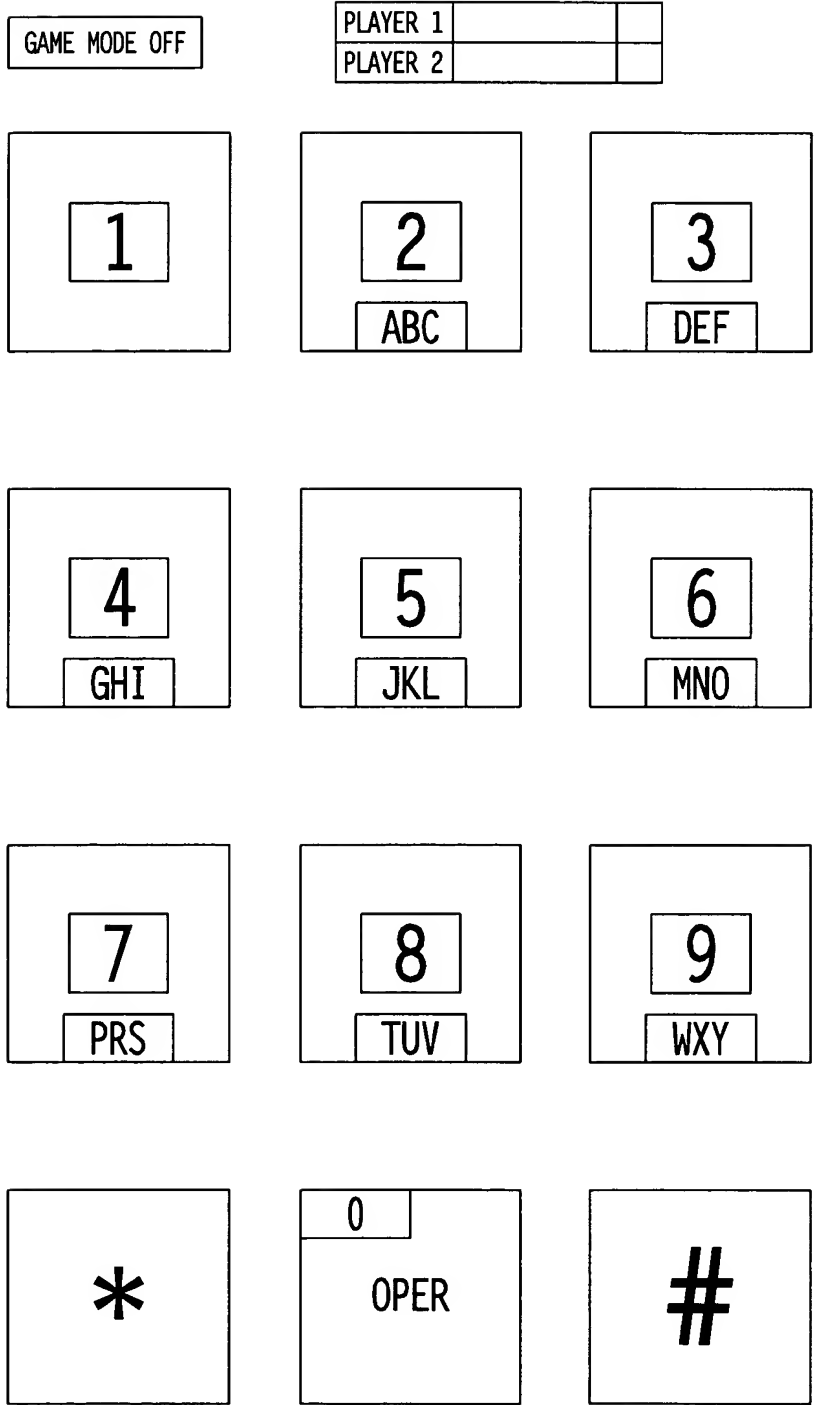


FIG. 11



14/14

GAME MODE ON

PLAYER 1	2037302230	X
PLAYER 2	6312263416	O

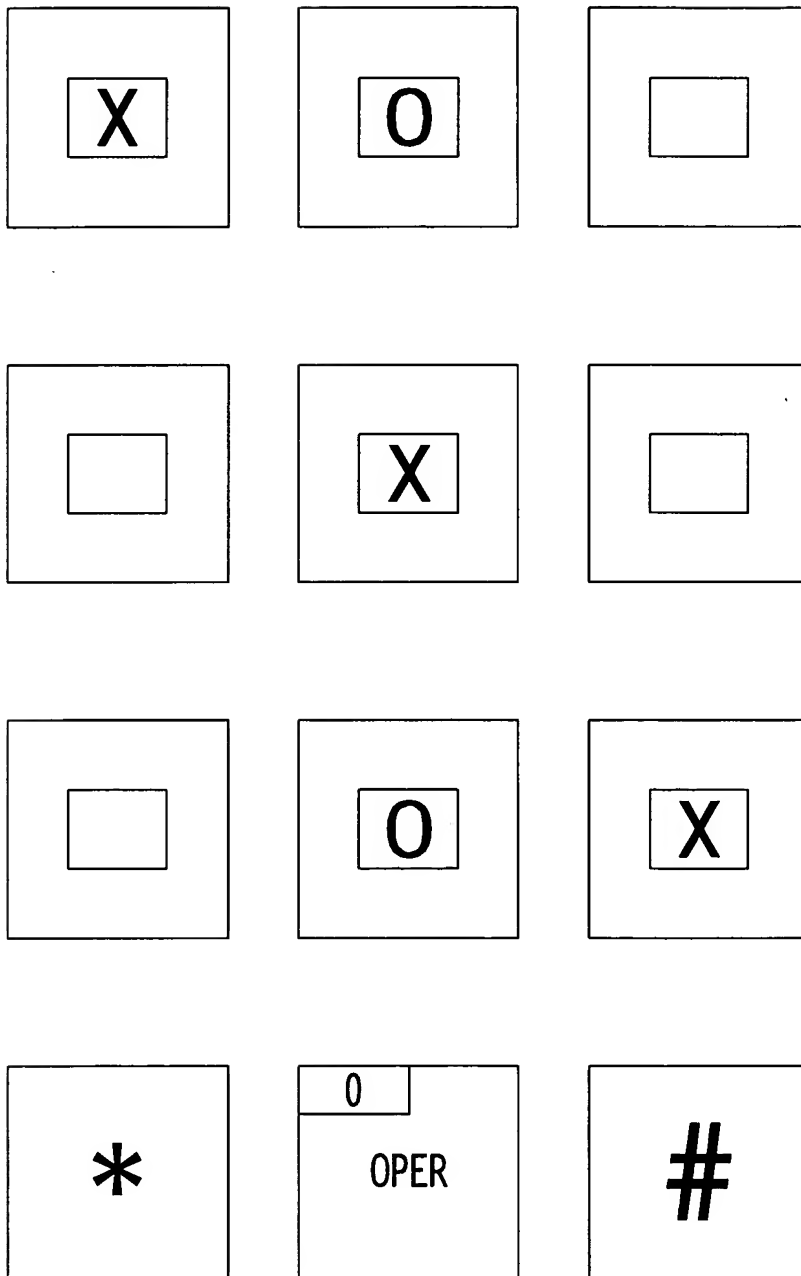


FIG. 12